

NICKELODEON

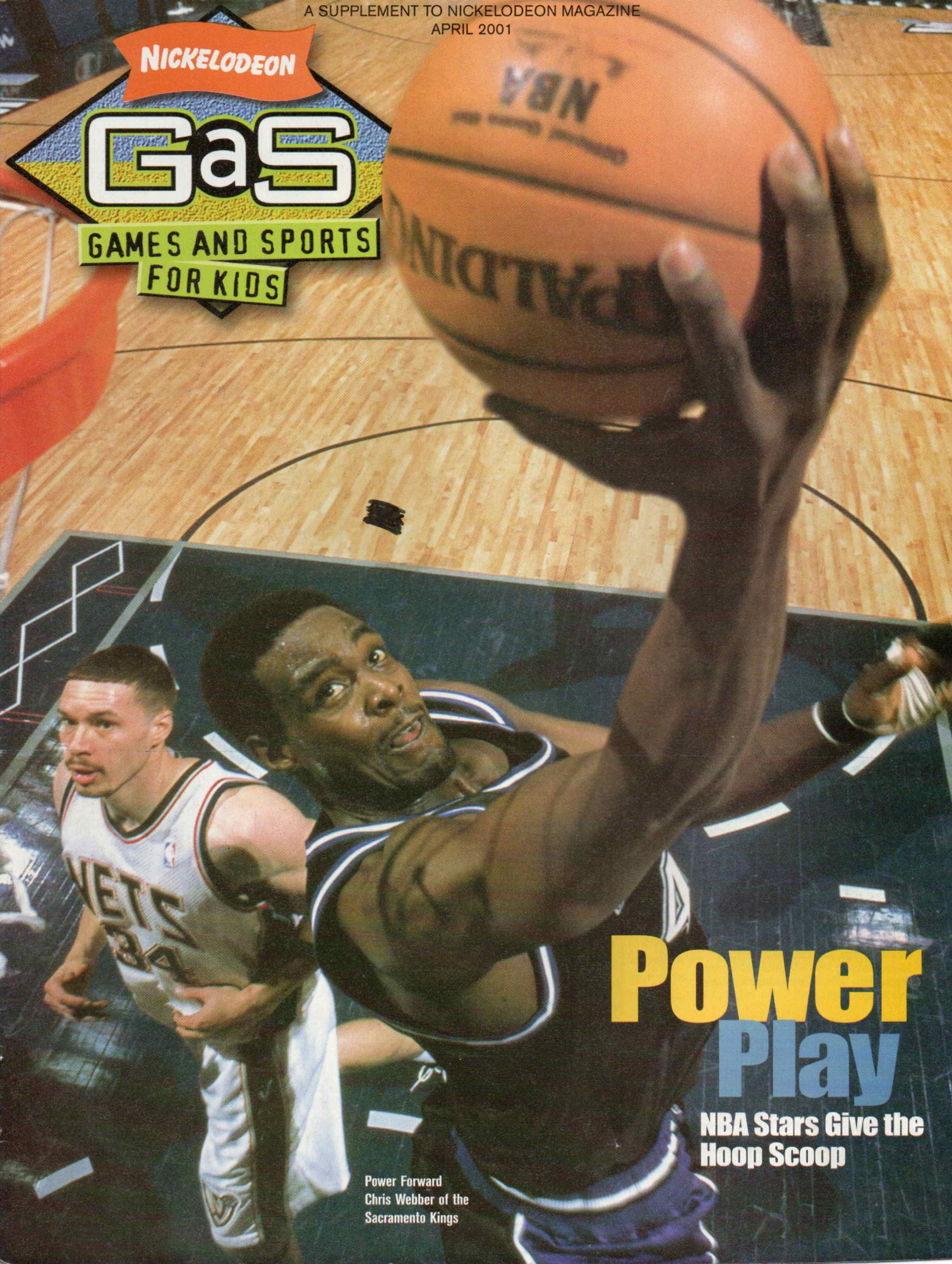
Gas

GAMES AND SPORTS
FOR KIDS

Power Play

NBA Stars Give the
Hoop Scoop

Power Forward
Chris Webber of the
Sacramento Kings



IT'S A GAS!

Nickelodeon GAS: Games and Sports for Kids is all about the games and sports you play. You've got the magazine. You can also fuel up with GAS on:

TV

Stop by Nickelodeon every Sunday from 2 to 4 PM (eastern time) to fill up on more GAS. On April 1, tune in to GAS for a double celebration. It's not only baseball's opening day but also GAS's second birthday!

Nickelodeon GAS also has its own digital cable channel. To find out if you can get the channel, ask your parents to call your local cable operator.

THE WEB

Log on for loads of stories, games, and other online action. Visit the games area to play more than a dozen games, including Mars Lander and Quarterback Draw.

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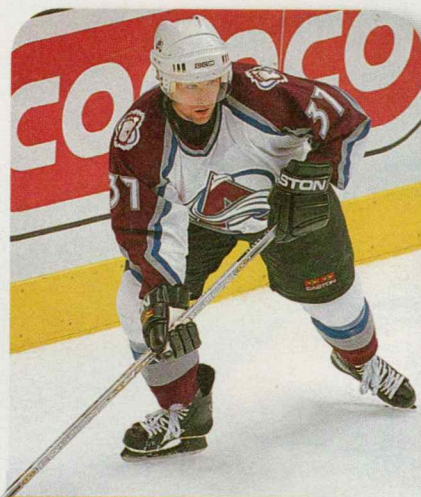
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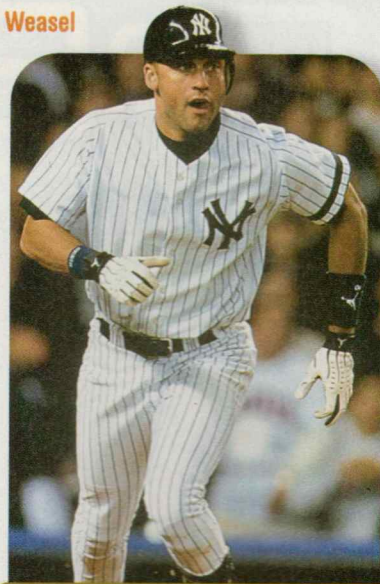
Prank You Very Much!

In honor of April Fools' Day, these athletes told us about the greatest gags they've fallen for. by Joe Weasel



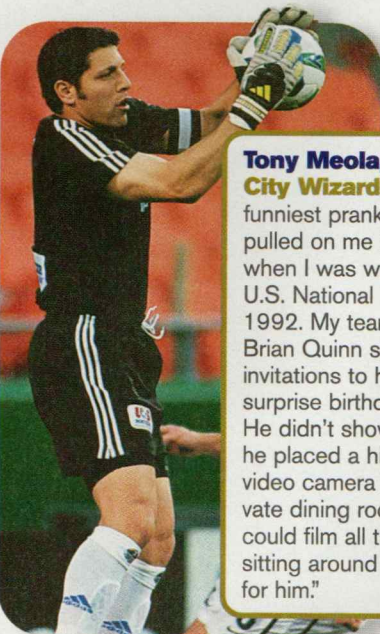
Chris Drury, Colorado Avalanche:

"In the locker room, most of the pranks are played on rookies. In my rookie season I found shaving cream in my athletic supporter and Vaseline in my skates. The worst prank was when a teammate would say the coach was looking for me. After about the tenth time, it lost its humor."



Derek Jeter, New York Yankees:

"I was sitting on the dugout bench between innings, and when I took the field, people were looking at me and laughing. After a few minutes, I knew something was up. I took off my cap and saw a big wad of bubble gum stuck on top of it."



Tony Meola, Kansas City Wizards:

"The funniest prank ever pulled on me happened when I was with the U.S. National Team in 1992. My teammate Brian Quinn sent out invitations to his own surprise birthday party. He didn't show up, but he placed a hidden video camera in the private dining room so he could film all the people sitting around waiting for him."



Dawn Staley, Charlotte Sting: "When I was playing on the U.S. Olympic team in Sydney, Australia, a team manager told me that practice was changed to a new time and location. I was told that players had to get to the gym on their own, instead of on a team bus. That should have made me suspicious. When I got to the 'new practice location,' I found a gym filled with wrestlers from China. There was not a basketball court or player in sight."

THE *oddb* SQUAD



FLOIGAN BROTHERS
(Sega, for Dreamcast)

What's so different? Hoigle's the smart brother—but he's a wimp, so he needs to trick his dopey big brother into getting things done. Need some water, for example? Hurt Moigle's feelings and he'll cry all the wet stuff you want.

What's to like? Figuring out how to make Moigle do your bidding takes more brainpower than reflexes. So if you enjoy clever puzzles, you'll love this hilarious game.



PAPER MARIO
(Nintendo, for Nintendo 64)

What's so different? Remember how cool it was when your favorite plumber turned 3D in Mario 64? Well, now he's back in 2D, but he's still exploring a 3D universe. Plus, you don't jump on enemies—you switch to a battle screen with turns and menus, like you'd find in a role-playing game.

What's to like? Here's your chance to play a Final Fantasy-style game on the N64—only it's a little easier and a lot more lighthearted. You'll feel like you're exploring an animated pop-up book.



THE ADVENTURES OF COOKIE & CREAM
(Agetec, for PlayStation 2)

What's so different? Two players control adventurous rabbits Cookie and Cream. The screen is split down the middle, and whatever Cookie does on the left will help Cream on the right. For example, Cream might try to get past an alligator, so he'll need Cookie to create a distraction.

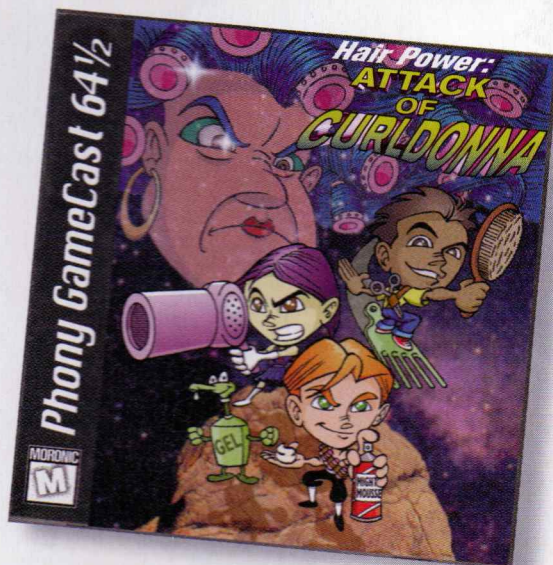
What's to like? It's a great game if you have someone to play with. Just remember, it's all about cooperation, not competition. Make sure you plug in with somebody you *really* like.

Looking for something different in the world of video games? Tired of driving games, wrestling games, and Pokémon games that offer the same old action? Check out these oddball offerings. **by Lou Kesten**

NAME THAT GAME

CONTEST WINNERS

In the November 2000 issue, we asked you to make up a name for this goofy video game cover and describe what the game is about. Here are the contest winners.



HAIR POWER: ATTACK OF CURLDONNA

This game features Mousse Man, Blo-girl, Comb Kid, and everyone's favorite—Gelly! They fight off the evil CurlDonna, who wants to trap every human—and yes, even Gelly—in her curlers so she can obtain great power. The HPSS (Hair Power Super Squad) must use their hairstylin' powers to defeat this evil menace.

Jonathan C., age 12
Germantown, Tennessee

THE HAIR PAIRS Four superheroes—Super Gel, Mighty Mousse, Sue Haira, and William Combingham—are on a mission to save the world from bad hair days. Only one thing stands in their way: Mother Knot, the creator of all bad hair days!

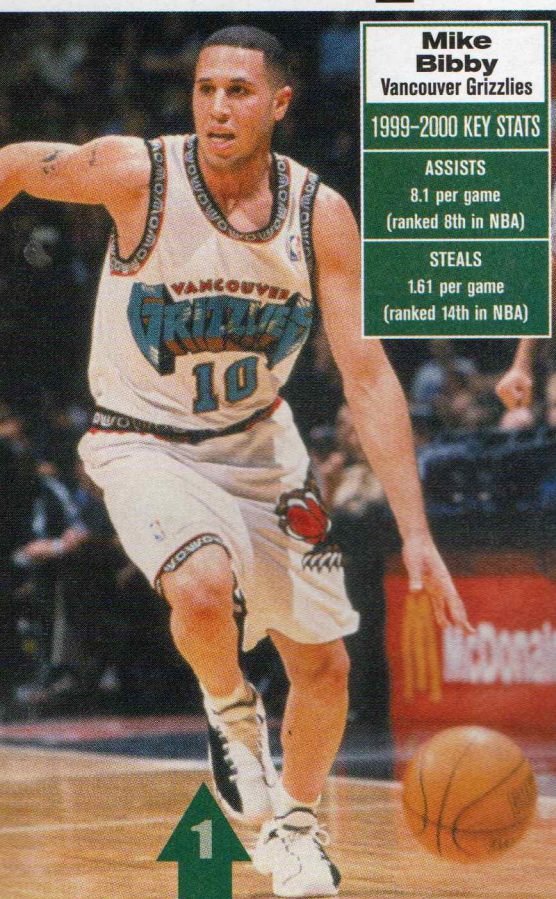
Nitsa C., age 10
Bloomington, New Jersey

HARDCORE HAIRCUTTERS 2000 Battle your way through eight different levels of the haunted barbershop. But watch out for unsatisfied customers!

Mitchell P., age 13
St. Clair Shores, Michigan

Thanks to everyone who sent in entries. You're our *hair*oes. Winners will each receive a Nickelodeon GAS T-shirt.

Hoops, What, and



Mike Bibby
Vancouver Grizzlies

1999-2000 KEY STATS

ASSISTS
8.1 per game
(ranked 8th in NBA)

STEALS
1.61 per game
(ranked 14th in NBA)

1

Point Guard

(also known as "the one spot" or "the one guard")

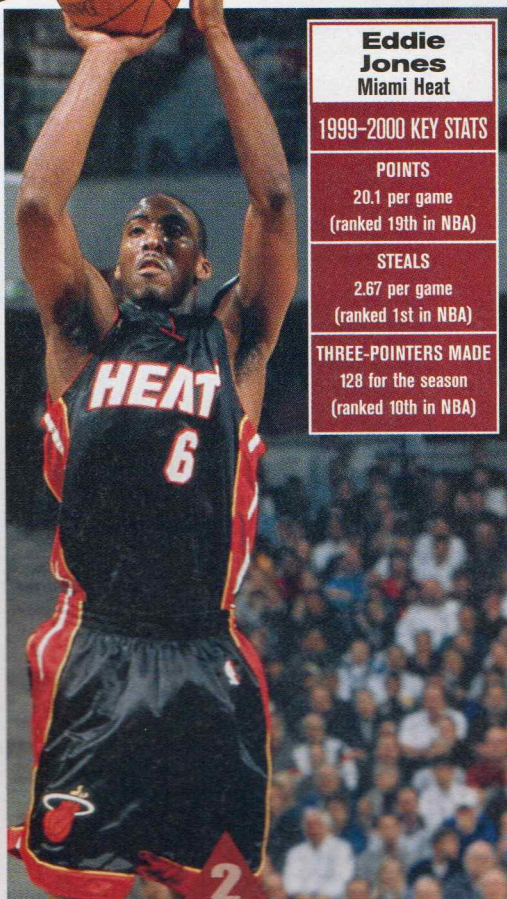
Average NBA Height: 6' 1"

Average NBA Weight: 185 lbs.

Job Description: Usually the shortest player on the team, but has big responsibilities. An excellent dribbler and passer who controls the pace of the team and creates open shots for teammates. Must be able to sink basket if left open.

The Essentials According to Mike:

- Confidence. You're the decision maker who's in charge out there.
- Good vision. You have to see the whole court—all your teammates and opponents.
- Unselfishness. Your first job is to set up your teammates. Sometimes you have to give up your own shot.



Eddie Jones
Miami Heat

1999-2000 KEY STATS

POINTS
20.1 per game
(ranked 19th in NBA)

STEALS
2.67 per game
(ranked 1st in NBA)

THREE-POINTERS MADE
128 for the season
(ranked 10th in NBA)

2

Shooting Guard

(also known as "the two spot" or "the off guard")

Average NBA Height: 6' 5"

Average NBA Weight: 203 lbs.

Job Description: Offense, offense, offense. As the best outside shooter on the team, needs to consistently provide points. Must be elusive enough to dodge the defense and find an open shot. Often relied on to hit big shots at the end of a game.

The Essentials According to Eddie:

- It's more than scoring. You have to rebound and get the ball to your teammates.
- Good defense. You're defending the other team's shooting guard—probably their best scorer. It's your job to stop him while also scoring.



3

Small Forward

(also known as "the three spot" or "the shooting forward")

Average NBA Height: 6' 8"

Average NBA Weight: 222 lbs.

Job Description: The most versatile player on the floor—must be able to do it all. Combines the best qualities of a guard and a forward.

The Essentials According to Grant:

- You have to be an outside player. You need to shoot and dribble from the perimeter and defend good athletes.
- You also have to be an inside player. You must rebound and be prepared to play near the basket.

Where

Basketball seems simple—send five players onto the court, then have them run around and try to put the ball in the hoop. But each player has a unique position that demands certain skills, responsibilities, and physical strengths. Here's the breakdown of each position, along with the inside scoop from a top NBA player at each spot.

Grant Hill

Orlando Magic

1999-2000 KEY STATS

POINTS

25.8 per game
(ranked 3rd in NBA)

LED DETROIT PISTONS IN
SCORING, REBOUNDS,
AND ASSISTS IN 1998-99

Chris Webber

Sacramento Kings

1999-2000 KEY STATS

REBOUNDS

10.5 per game
(ranked 5th in NBA)

POINTS

24.5 per game
(ranked 6th in NBA)

BLOCKED SHOTS

1.71 per game
(ranked 20th in NBA)

Dikembe Mutombo

Atlanta Hawks

1999-2000 KEY STATS

REBOUNDS

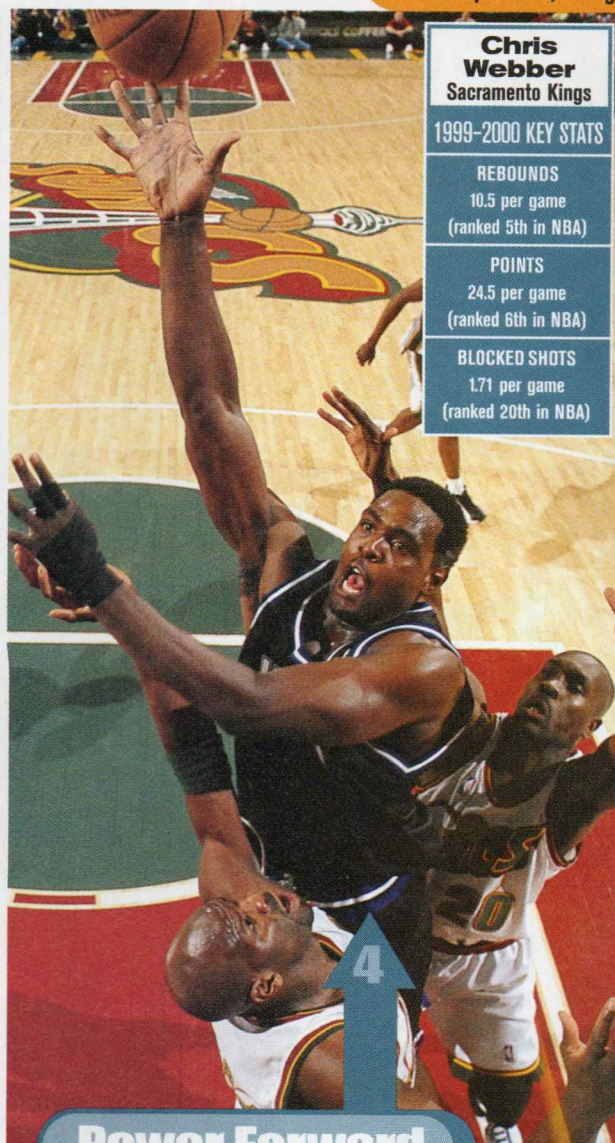
14.1 per game
(ranked 1st in NBA)

FIELD-GOAL PERCENTAGE

56.2 percent
(ranked 2nd in NBA)

BLOCKED SHOTS

3.28 per game
(ranked 2nd in NBA)



Power Forward

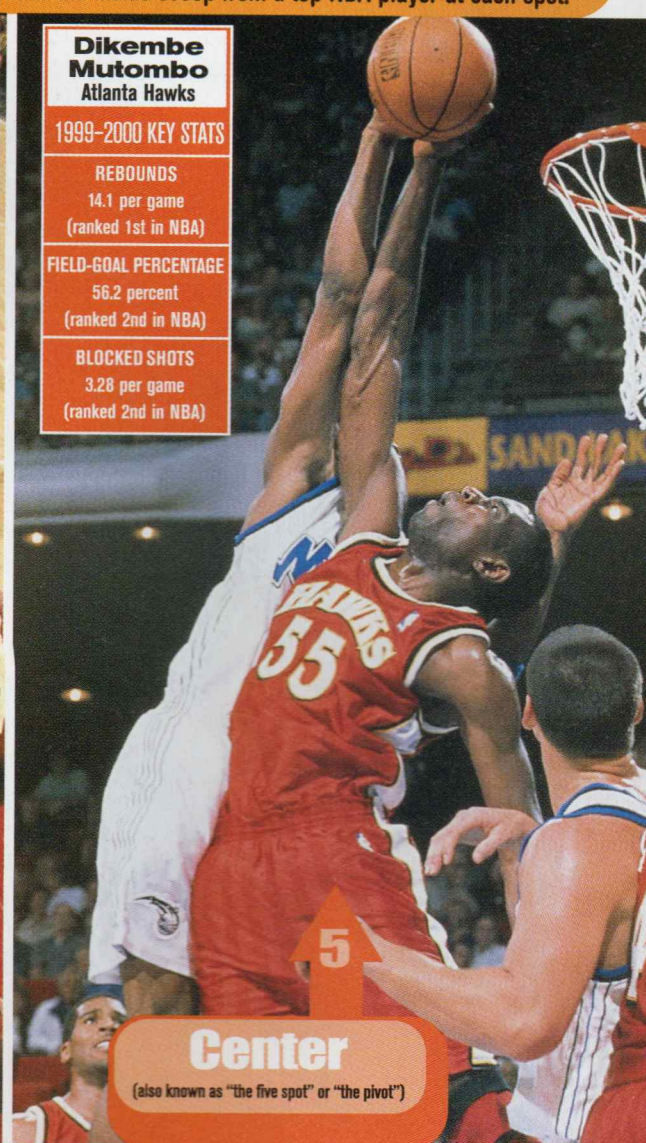
(also known as "the four spot")

Average NBA Height: 6' 9" **Average NBA Weight:** 243 lbs.

Job Description: A big bruiser who must be willing to bang bodies under the boards. Goes after every defensive and offensive rebound. Needs a reliable short jump shot and an ability to fight off the defense.

The Essentials According to Chris:

- Score inside as much as possible.
- Defense. You have to block shots, rebound, and help defend players who penetrate to the basket.
- Be prepared for physical play. The biggest challenge is being able to withstand getting beaten up night after night.



Center

(also known as "the five spot" or "the pivot")

Average NBA Height: 7' 0" **Average NBA Weight:** 257 lbs.

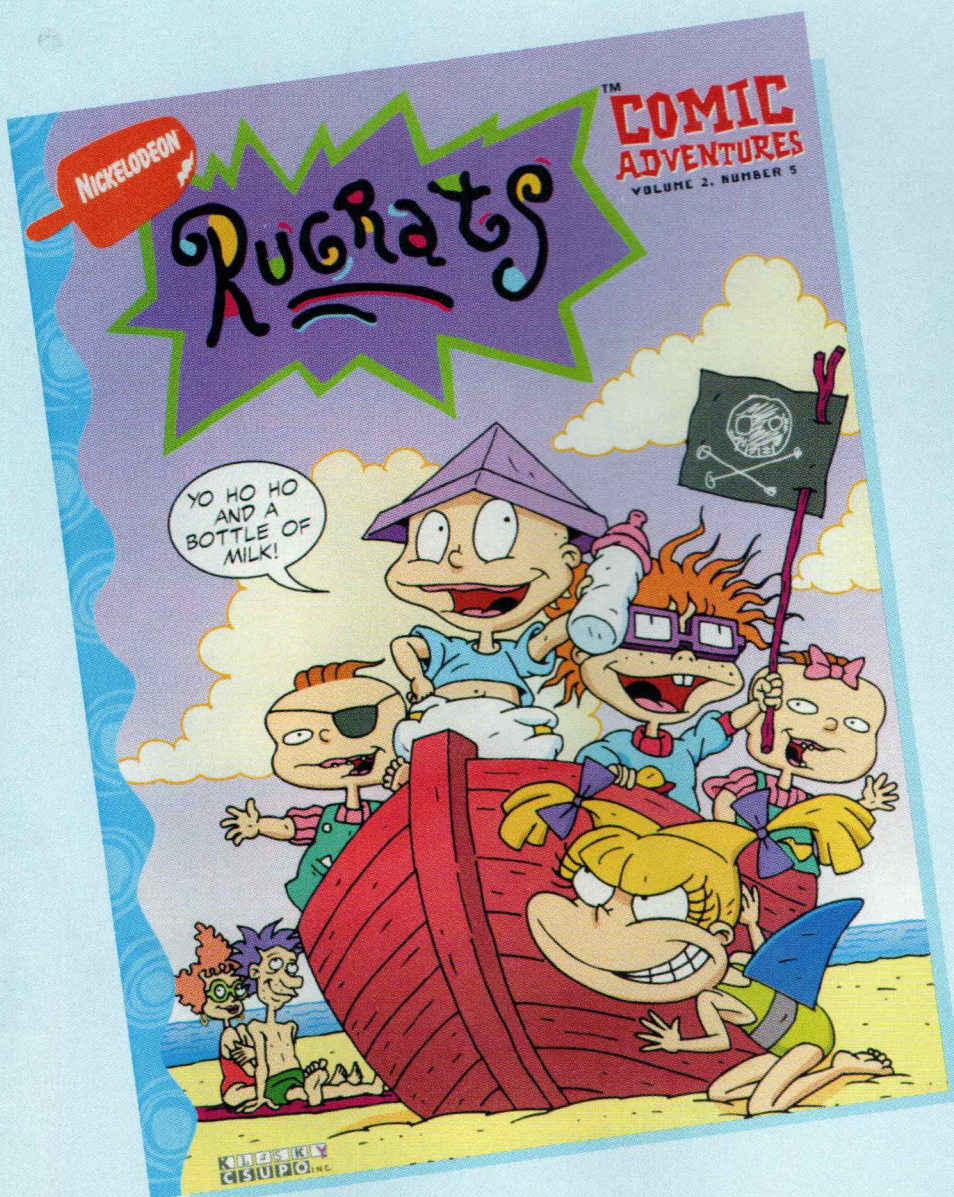
Job Description: Usually the tallest player on the team. Must intimidate opposing players who dare to go near the basket. Blocks shots and rebounds on both ends of the court. When double-teamed, should be able to find open teammate.

The Essentials According to Dikembe:

- Take control defensively. Defend your basket by blocking shots and rebounding missed shots.
- Help out offensively. Grab rebounds and take high-percentage shots. Get fouled and go to the free-throw line.

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Get a Grip



Interested in becoming a rock star? We learned the basics of indoor rock climbing from **Michelle Hurni**, who coaches kids age 12 to 18 at the U.S. Climbing Team Junior Pro Camps in Boulder, Colorado.

■ **EQUIPMENT NEEDED:** Rope, a harness, climbing shoes, and gymnast's chalk (to absorb sweat from the climber's hands).....

■ **BEST CLOTHES FOR CLIMBING:** Tights; shorts; loose, comfortable clothing that allows a climber to move freely

■ **SKILLS NEEDED:** "Strength, flexibility, technique, and the ability to push yourself and try things over and over again," says Michelle.

■ **HOLD ON:** Handholds and footholds come in a variety of shapes and sizes—they can be as small as a dime or as large as a hand. Beginners and advanced athletes climb the same walls, but they grab onto different holds according to their skill levels. The smaller the hold, the more advanced a climber needs to be.

■ **ROUTES TO THE TOP:** Before a climb, climbers look at the holds on the wall and figure out the path they'll follow.

■ **RECOMMENDED EXERCISES:** Beginners can strengthen their hands by squeezing a rubber doughnut, which is sold in sporting-goods stores. Michelle also suggests building up your forearms by doing hand curls (curling your hand up toward your wrist, then down) with a light weight.

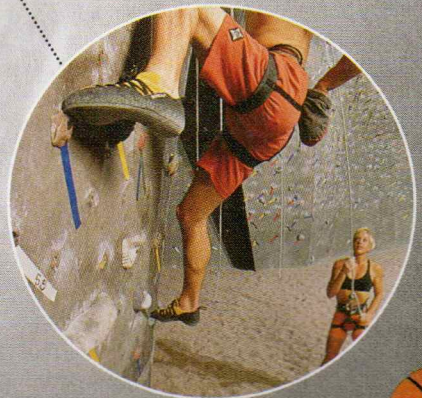
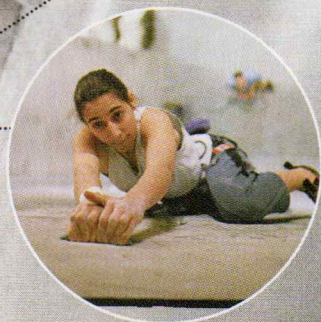
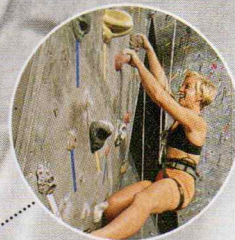
■ **HAVING A WALL:** The artificial walls are made from a variety of materials, such as cement or plywood. Cement or sand is applied to the wall to give it a rocky texture.....

■ **GREAT HEIGHTS:** Climbing walls range between 22 feet and 60 feet high.

■ **PARTNERS IN CLIMB:** Every climber must have a climbing partner—someone who remains on the floor and uses a device called a belay. The belay takes up slack rope and prevents climbers from falling as they work their way up the wall.

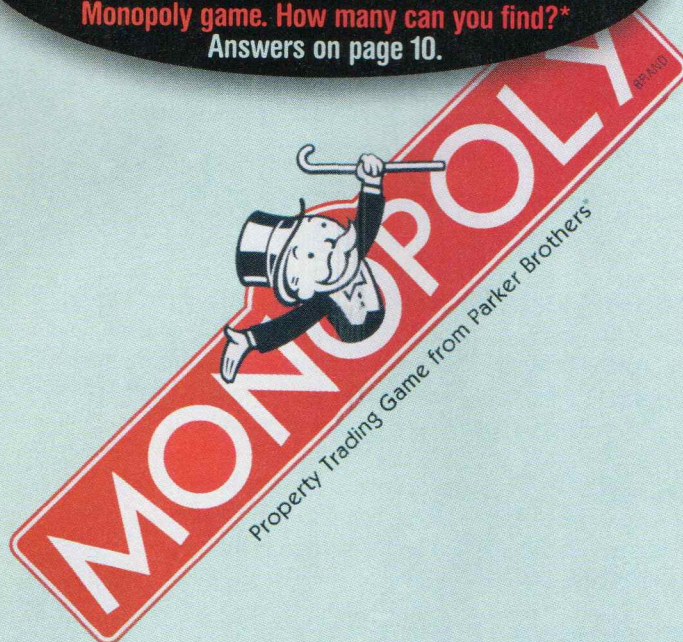
■ **BIGGEST MISTAKE BEGINNERS MAKE:** "Using their muscles instead of technique [the foot and hand moves necessary to get from one hold to another] to scale a wall," says Michelle.

■ **MOST COMMON INJURIES:** Finger sprains; finger tendinitis (inflammation in the finger that can take up to a year to heal). But "kids don't get injured very often, because their tendons are still developing and they're pretty flexible," says Michelle.



DO NOT PASS GO

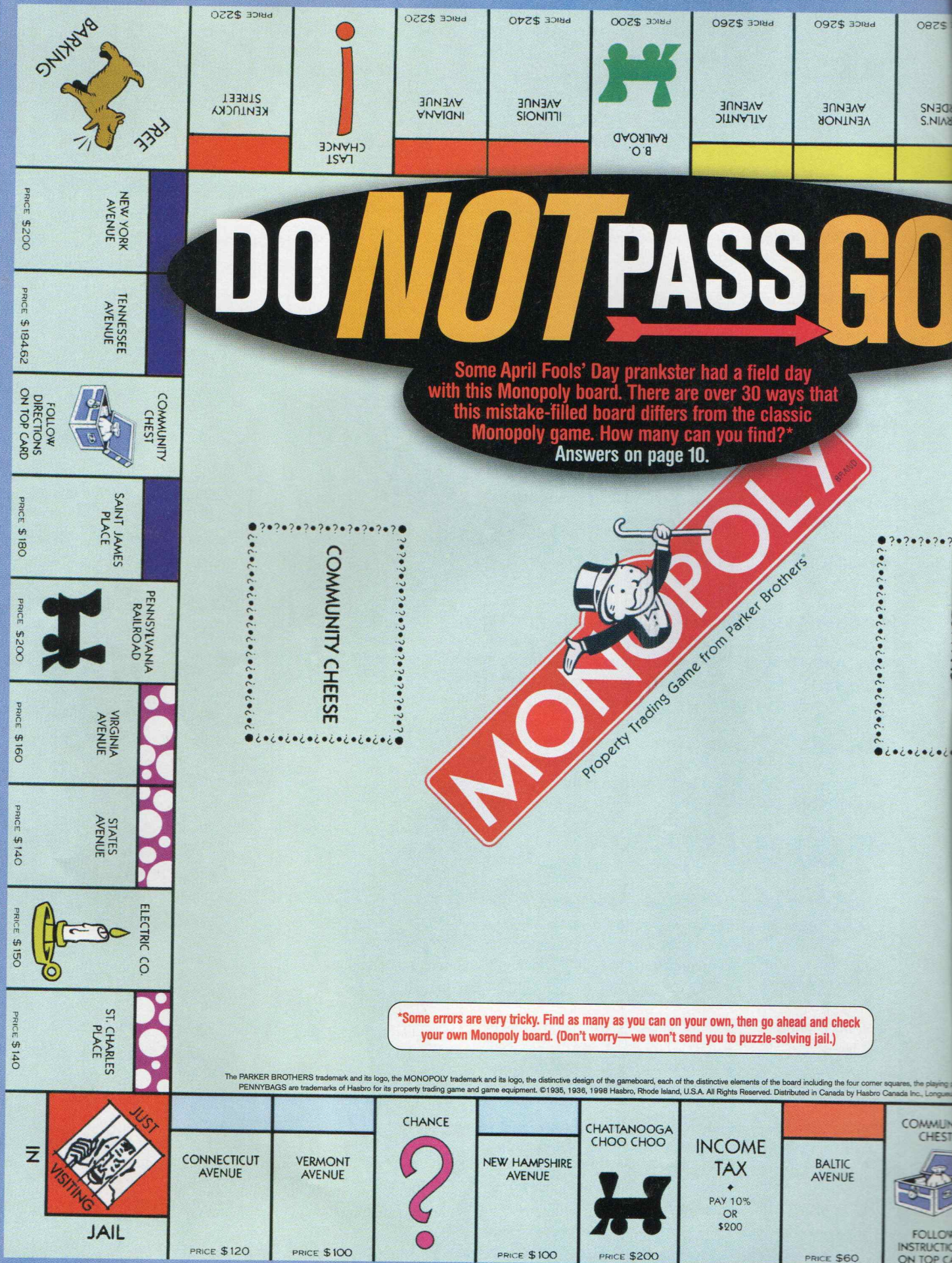
Some April Fools' Day prankster had a field day with this Monopoly board. There are over 30 ways that this mistake-filled board differs from the classic Monopoly game. How many can you find?
Answers on page 10.

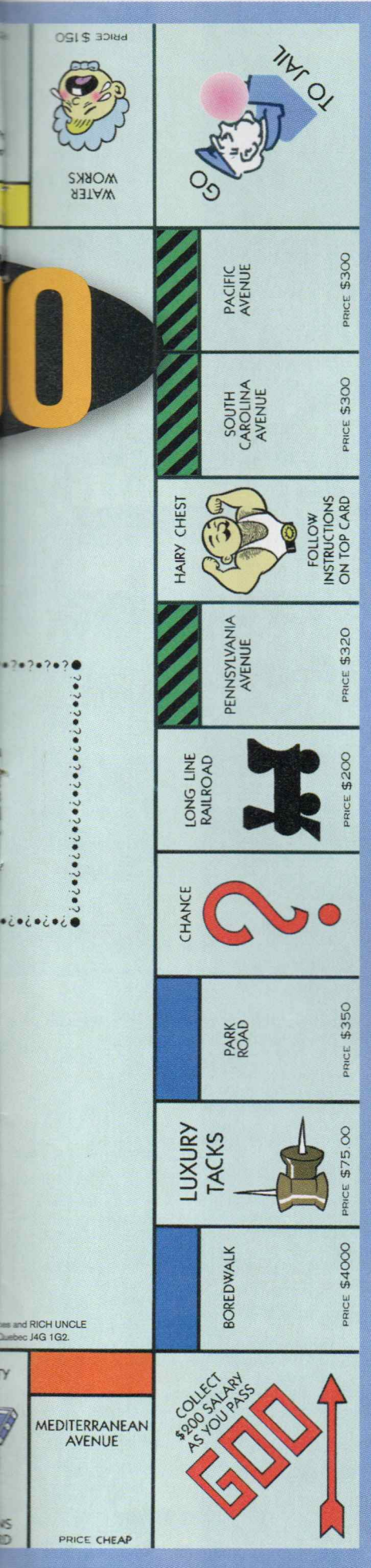


Property Trading Game from Parker Brothers

*Some errors are very tricky. Find as many as you can on your own, then go ahead and check your own Monopoly board. (Don't worry—we won't send you to puzzle-solving jail.)

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In October 2000, the 39 best Monopoly players from around the globe traveled to Toronto, Canada, to compete in the **World Monopoly Championship**. Two of the youngest competitors were 16-year-old **Adrian Wilson**, the Jamaican champion, and 11-year-old **Stephanie Torres**, the Puerto Rican champ. These two let us land a few questions—and we didn't have to pay rent.

Board Talk

NICKELODEON GAMES

AND SPORTS: How did you win your national championship?

STEPHANIE TORRES: I bankrupted my opponents in the first half hour of the final round. I cried when I won.

ADRIAN WILSON: In the final round, I went from last place to first in the last five minutes of the game. I made a desperate deal for the greens, which I don't normally like, but I got lucky.

How did you get so good?

STEPHANIE: I didn't even start playing until six months before the Puerto Rican Championship. Before that, I thought Monopoly was hard and confusing. My dad taught me the strategy.

ADRIAN: I started playing when I was eight. Before the championship, I went to the Monopoly website and read the tips. At the tournament, they gave out a helpful book called *The Monopoly Companion*. It's kind of my Monopoly bible.

What are some of your strategy tips?

STEPHANIE: Buy every property you land on and hold out for really good trades. Build fast so you

can knock other people out of the game. And have fun!

ADRIAN: Learn the probabilities of landing on a property and how much you get back

for your investment. Park Place and Boardwalk are overrated—they don't get landed on enough.

Is winning at Monopoly more about luck or skill?

STEPHANIE: It's a lot of luck because it matters where you land, but it also takes a bit of intelligence and math.

ADRIAN: It's about fifty-fifty. You can have the best strategy, but if someone is far luckier than you they can beat you easily. Still, over a hundred games, I'd usually beat players who don't know strategy—you can't have bad luck all the time.

What are your favorite properties?

STEPHANIE: The red and dark blue groups. I win a lot when I get those.

ADRIAN: The oranges and the reds. They're the most likely to be landed on. You land on them when you leave jail.

Are people afraid to play you?

ADRIAN: They want to play me. They think they can knock off the champion. □

For more Monopoly info and tips, head over to www.monopoly.com

vowel play

Sometimes we don't appreciate how precious letters are until after they're gone. Each of the words or names below has been stripped of its vowels: **A, E, I, O, U, and Y** (when it's used as a vowel). Also, all punctuation and spaces between words have been removed. Using the categories as clues, can you figure out what each letter arrangement stands for? Answers below.

Athletes

1 SMMSS

Sammy Sosa

2 TGRWDS

3 KBBRNT

4 MRNJNS

5 NDRGSS

6 DRKJTR

7 MHMM

8 DNSNDRS

Board Games

1 PRCHS

2 CL

3 YHTZ

4 PCTNR

5 LF

6 TRVLPST

7 PRTN

8 SRR

Video Game Characters

1 PKCH

2 LRCRFT

3 DNKKNG

4 SNC

5 MR

6 CRSHBNDCT

7 MSPCMN

8 SPR

Basketball Teams

1 BSTNCLTCS

2 MMHT

3 LSNGLSLKRS

4 RLNDMGC

5 NDNPCRS

6 THJZZ

7 SNNTNSPRS

8 TLNTHWKS

CREDITS:

PHOTOGRAPHY:

Cover: NBA Photos. **2:** Allsport. **3:** Sega of America (Floigan Brothers); Nintendo (Paper Mario); Agetec (Adventures of Cookie & Cream). **4-5:** Allsport (Webber); NBA Photos (Hill, Jones, Mutombo); Duomo (Bibby). **7:** Mike Landkroon (main photo and third from top); courtesy Michelle Humi (Humi) (all others). **8:** courtesy Hasbro.

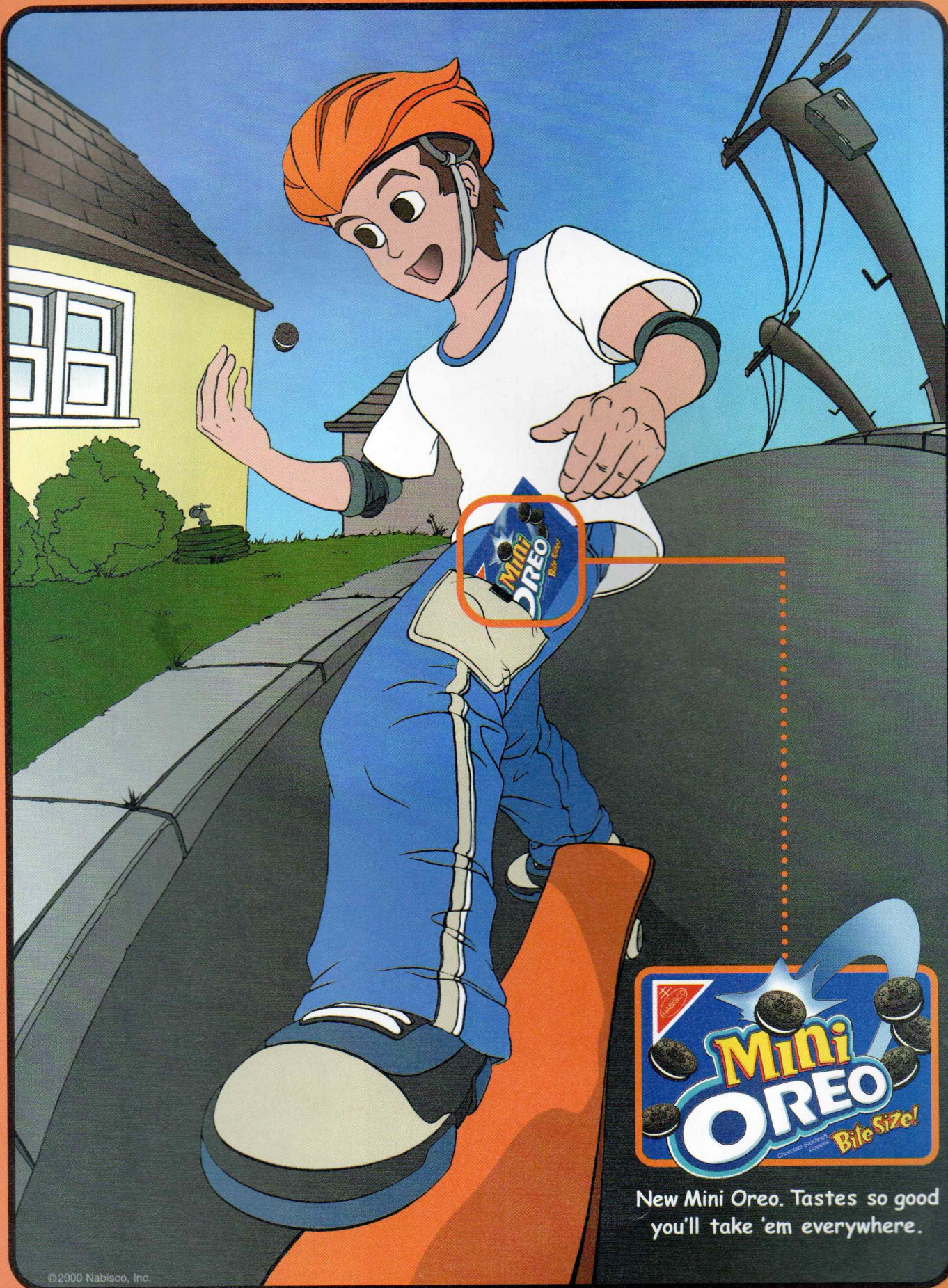
ILLUSTRATIONS:

3: John Green. **8:** Wayno.

VOWEL PLAY (page 10):
ATHLETES: 1-Sammy Sosa, 2-Tiger Woods, 3-Kobe Bryant, 4-Marion Jones, 5-Andre Agassi, 6-Derek Jeter, 7-Mia Hamm, 8-Deion Sanders.
BOARD GAMES: 1-Parcheesi, 2-Clue, 3-Yahtzee, 4-Pictionary, 5-Life, 6-Trivial Pursuit, 7-Operation, 8-Sorry!
VIDEO GAME CHARACTERS: 1-Pikachu, 2-Lara Croft, 3-Donkey Kong, 4-Sonic, 5-Marco, 6-Crash Bandicoot, 7-Ms. Pac-Man, 8-Spyro.
BASKETBALL TEAMS: 1-Boston Celtics, 2-Miami Heat, 3-Los Angeles Lakers, 4-Orlando Magic, 5-Indiana Pacers, 6-Utah Jazz, 7-San Antonio Spurs, 8-Atlanta Hawks.

DO NOT PASS GOO (pages 8-9):
 Errors (starting at GO space and moving clockwise around the board):
 • GO space: GOO should be GO; arrow points in the wrong direction (it should point toward Mediterranean Avenue); the salary should be \$200.00, not \$200.
 • The orange properties should be purple, and the purple properties should be orange.
 • Mediterranean Avenue: The word *Mediterranean* breaks onto two lines on the real board; the price should be \$60, not *CHEAP*.
 • Chattanooga Choo Choo should be *Reading Railroad*.
 • New Hampshire Avenue should be *Oriental Avenue*.
 • Jail Space: *Just Visiting* and *In Jail* are switched.
 • Polka-dotted properties should be solid purple.
 • Electric Company: The candle should be a lightbulb; Company should not be abbreviated as Co.
 • Pennsylvania Railroad: The train is facing the wrong direction.
 • St. James Place: *Saint* should be abbreviated as St.
 • Community Chest: *Directions* should be *Instructions*.
 • Tennessee Avenue: The price should be \$180, not \$184.62.
 • Free Parking should be *Free Farking*. The space should show a car, not a dog.
 • Kentucky Street should be *Kentucky Avenue*. The exclamation point should be a question mark.
 • B.O. Railroad should be B. & O. Railroad. The train should be black, not green.
 • Marvin's Gardens should be *Marvin Gardens*.
 • The spaces for Water Works and Marvin Gardens are switched.
 • Water Works: The crying baby should be a faucet.
 • Go to Jail: The policeman should be blowing a whistle, not a bubble; the word *TO* should be above the policeman's head with GO, not below him with JAIL.
 • South Carolina Avenue should be *North Carolina Avenue*.
 • Hairy Chest should be *Community Chest*. The space should show a money-filled chest, not a hairy-chested man.
 • Long Line Railroad should be *Short Line* (the word *Railroad* does not appear on this space of the official board).
 • Park Road should be *Park Place*.
 • Luxury Tacks should be *Luxury Tax*. The space should show a diamond ring, not tacks. *Price* should be *Pay*.
 • Boredwalk should be *Boardwalk*. The price should be \$400, not \$4000.
 • Center of the board: *Community Cheese* should be *Community Chest*. The *Community Chest* and *Chance* spaces should be positioned diagonally—and Chance near the GO corner.

ANSWERS:



New Mini Oreo. Tastes so good
you'll take 'em everywhere.



Milk
mustaches
don't
last long
when you're
a sponge.

Which means
I may have
to drink
another glass
of yummy
chocolate
milk.

Or two.

Or three.

Or four.



CHOCOLATE
got milk?



Milk is a sponsor of SpongeBob's "You Wish" event on Nickelodeon. Tune in on March 9 at 8 PM where you can choose the ending.

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